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PATENT ABSTRACTS OF JAPAN

(11) Publication number : 10-293566

(43) Date of publication of application : 04. 11. 1998

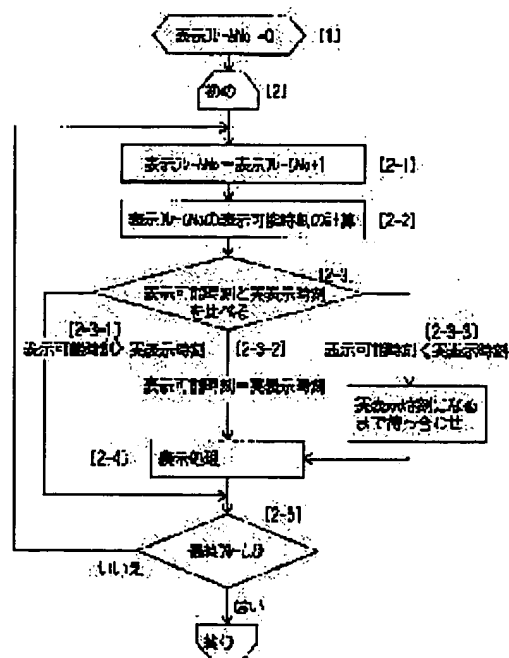|	
(51) Int. Cl.	G09G 5/12
	G06F 17/00
	G06T 11/80
	G09G 5/00
	G09G 5/00
	G09G 5/36

(21) Application number : 09-102129

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(22) Date of filing : 18. 04. 1997

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(54) METHOD AND DEVICE FOR PROCESSING MULTIMEDIA DATA

(57) Abstract:
PROBLEM TO BE SOLVED: To make coincide the world of computer graphics with the real world in the simulation of the multimedia data that a real-time manipulation, a sound and an animation, etc., coexist.
SOLUTION: A time required for plotting a display frame No is estimated, and a displayable time is calculated (2-2), and the displayable time is compared with the time to be displayed really (2-3). When the displayable time is later than the real display time (2-3-1), a display/a sound output of a relevant frame are skipped to advance to (2-5). Further, when the displayable time is equal to the real display time (2-3-2), to advance directly to the display processing (2-4) of the relevant frame. Further, when the displayable time is faster than the real display time (2-3-3), after awaiting until becoming the real display time of the relevant frame, to advance to the display processing (2-4). Then, when a final frame, the processing is ended, and when not, to return to (2-1) and the processing is performed repeatedly (2-5).

[Date of sending the examiner's decision
of rejection]
[Kind of final disposal of application
other than the examiner's decision of
rejection or application converted
registration]
[Date of final disposal for application]
[Patent number]   3373389
[Date of registration]   22.11.2002
[Number of appeal against examiner's
decision of rejection]
[Date of requesting appeal against
examiner's decision of rejection]
[Date of extinction of right]